AMENDMENTS TO THE SPECIFICATION:

Please amend the specification as follows:

Please amend the paragraph on page 1, beginning at line 14 and ending at line 25, as follows:

In recent years, many simulation games have been provided as the game programs for game apparatuses, particularly home video game devices. The simulation games have the object of allowing [a player] a player to compete with other people or the computer, while experiencing action games such as hand-to-hand fight fighting with characters appearing in the game, and vehicle racing. Especially in simulation games for hand-to-hand fight fighting, the player can operate a plurality of keys established on the controller in order to provide operating signals to the game device and control the behavior of a character such as a person engaging in hand-to-hand fight fighting.

Please amend the paragraph on page 3, beginning at line 11 and ending at line 16, as follows:

The image processing apparatuses for these conventional games have the following problems. The mode of key operations for a displayed object to use special techniques is displayed in the form of symbols for the keys to be operated and the order [of operation] of operation on the game screen, as discussed above.

Please amend the paragraph beginning on page 3, line 20, and ending on page 4, line 2, as follows:

Also, in the role-playing games discussed above, the player must enter practice mode and become accustomed to the key operations to a certain extent, but this may cause stress to the player or cause the player to lose interest because the development of the story is temporarily stopped when [a player] a player enters a conventional practice mode during a story-like game.

Please amend the paragraph on page 4, beginning at line 7 and ending at line 14, as follows:

It is another object of the present invention to provide an image processing apparatus wherein, even if the player selects a key operation training scene in a role-playing game, the player is not stressed out by the story being stopped. Also, it is another object to attain an electronic game apparatus that is provided this image processing apparatus and a storage medium for storing programs that achieve the abovementioned [objects] objects.

Please amend the paragraph on page 5, beginning at line 7 and ending at line 11, as follows:

When special actions are provided to the displayed object by key operations, those operations are carried out in very different ways depending on whether the player is an expert or beginner and [this difference] this difference influences the progress of the game.

Please amend the paragraphs beginning on page 6, line 13, and ending on page 7, line 11, as follows:

When the results of the determination by the abovementioned [[to]] determining means [show that] show that the player's key operations are not correct, or rather, do not match the original key operations, repeat prompt processing means display repeat prompts, to repeat the training for key operations or provide advice to correct key operations, on the display means and the proficiency of the key operations can be recognized.

Meanwhile, [when the results] when the results do match, the abovementioned repeat prompt processing means display prompts praising those key operations or prompts affirming the key operations on the display means. This can provide the player with a sense of security and a sense of mastery. The display showing this agreement or not, as well as the relationship between the plurality of keys operated and the operations, may be displayed on a sub-screen. Because of the display on a sub-screen, the player can perform key operations without looking at the manual or hint book, even if the player does not learn the correspondence between the keys and the actions. Also, the use of the sub-screen allows the display of the key symbols to be made within the game display screen and can prevent [the player] the player from losing interest in the game.

Please amend the paragraphs beginning on page 11, line 23, and ending on page 12, line 15, as follows:

The left command lever and right command lever, not shown, can input an indicated amount that is changed continuously by pulling [the levers] the levers towards the player. When the player holds the controller 220 in both hands, the left command lever and right command lever are used for a rotary operation by being pulled towards the player by the fingers near the thumbs, such as the index finger or middle finger, and can send the indicated amount that is changed continuously and corresponds to the angle of the rotary operation.

A slot 234 is established on the upper portion of the controller 220, so that a portable game memory card (referred to below as "memory card", see Figure 3) 200 discussed below is loaded [into this slot] into this slot. The slot 234 has a two level structure consisting of upper and lower levels and can hold the abovementioned memory card therein (see Figure 4).

Please amend the paragraphs beginning on page 13, line 6 and ending at line 22, as follows:

Connectors 210, 212 are established on the top end of the case 200, in other words, above the LCD 204. These are normally hidden by a cover 208. When the memory card 200 is being used independently, the connectors 210, 212 form a male-female pair. By removing the cover 208 280, these may be connected to another memory card 200.

Guide grooves 214 are established on both sides of the case 202 of the memory card 200. These allow for smooth insertion into the slots 234 of the controller 220 and the game apparatus 250. Figure 4 shows [the the memory card [[)]] inserted into the

controller 220. It is recommended that a game relating to the present embodiment be used in this state; the LCD 204 that is exposed through the window 236 is used as the sub-screen.

Finger grips 216 are established on both sides of the case 202 of the memory card 200. [A player] A player can remove the memory card 202 by grasping and pulling the finger grips 216.

Please amend the paragraph on page 15, beginning at line 2 and ending at line 18, as follows:

In this practice mode, prompts for the practice character 284 are displayed on the monitor 280 and [[(]] may also be combined with voice output [[)]]. The procedures for the key operations are explained and the actions of the practice character 284 are shown in these prompts. For example, the prompt in Figure 5 shows "take two steps forward, and give a punch and then a kick!". "Take two steps forward" in this prompt means "press the forward button twice" on the digital direction key 226 as defined in the manual, and "give a punch and then a kick" means "press the punch button (the command on 228A in this case) and then the kick button (command button 228D)" as defined in the manual. The protagonist character 282 can be caused to act by [the player] the player performing the corresponding operations. According to the actions of this protagonist character 282, it may also be determined to whether [these actions] these actions match the techniques being trained.

Please amend the paragraphs beginning on page 16, line 14, and ending on page 17, line 7, as follows:

In Step 300, it is determined whether the CD-ROM holding the game software explained in the present embodiment is loaded. When the decision is affirmative, [the process] the process moves to Step 302, and the reading of the data on the CD-ROM begins and the command to display the logo is made.

When the logo display ends, [the process] the process moves from Step 302 to Step 304 and it is determined whether the start button 222 for starting the game has been operated. When the decision in Step 304 is affirmative, [the process] the process moves to Step 306, the RPG program that is the basis for this game is read, and then the RPG game is started in Step 308. Accordingly, the game begins and the player can operate the various operating buttons on the controller 220 and play [the game] the game. Moreover, when a game in progress up to the present has been stored, this stored information is read at the start of this game and it is possible to restart from the end of the previous play.

Please amend the paragraphs beginning on page 17, line 11, and ending on page 19, line 4, as follows:

At this time, the various prompts (for example, the details and effects of the techniques being practiced at this time) for the practice character 284 are output both in voice and on screen and it is asked whether to receive training (Yes/No) (Step 310). At the same time, the text "Yes/No" is displayed on the screen of the monitor 280. The player selects [a response] a response by turning the analog direction key 224 on the

controller 220 to the right or left and decides Yes or No by operating any of the

command buttons 228A, 228B, 228C, 228D.

When No, meaning that training is not necessary, is selected, the game will

continue and [the process] the process moves to Step 312.

In Step 312, a scene in which competing characters appear occurs in the RPG.

When these competing characters appear, [the process] the process moves from Step

312 to Step 314, the competitive game program is read, and then a competitive game

starts in Step 316.

In this competitive game, the protagonist character actually competes with the

competing character. [The player] The player operates the various operating buttons on

the controller 220 and takes action to fight. In accord with this fight, the life power of

each is reduced and the first to lose all life power loses.

In this type of competition, using special techniques (for example, tornado kicks)

besides normal punching and kicking can greatly reduce the abovementioned life power

and be an advantage. When the competitive game is decided upon in Step 316, [the

process] the process returns to Step 310.

Next, when Yes is selected in Step 310, [the process] the process moves to Step

318 and the practice mode program is read. Then, the practice mode command is

executed in Step 320. This practice mode is explained below using Figure 7.

When the practice mode in Step 320 ends or when [the process] the process

returns to Step 312 when No is selected in Step 310, [the process] the process moves

to Step 322 when competing characters are not present and it is determined whether

the game is reset or the game is over. In the case of a negative determination, [the

process] the process returns to Step 310. In the case of an affirmative determination, [the process] the process moves to Step 324, commands for ending the game are executed, and the processing ends.

In other words, while the RPG is progressing normally, Step 310, Step 312, and Step 322 are repeated as a basic loop. When competing characters appear, the competition mode is executed; when practice mode is selected, the practice mode is executed; and finally [the process] the process returns to the abovementioned basic loop.

Please amend the paragraphs beginning on page 20, line 8, and ending on page 21, line 23, as follows:

In the next Step 354, the actions of the protagonist character 282 are analyzed and then, in Step 356, it is determined whether [these actions] these actions match the techniques in the training.

If a match results from the determination in Step 356, [the process] the process moves to Step 358 and prompts praising the protagonist character 282 are displayed. Next, a decision as to whether to continue in practice mode is prompted in Step 360 and when [practice mode] practice mode is to continue, and [the process] the process returns to Step 350. When [practice mode] practice mode is not to continue, [the process] the process returns to the routine in Figure 6.

Meanwhile, when [the techniques] the techniques are found to not match in Step 356, [the process] the process goes from Step 356 to Step 362 and a prompt to the effect that [the techniques] the techniques were not good is displayed along with a

corrective prompt indicating the problems. Next, a decision as to whether to continue in practice mode is prompted in Step 364 and when [practice mode] practice mode is to continue, [the process] the process returns to Step 352. When [practice mode] practice mode is not to continue, [the process] the process returns to the routine in Figure 6.

In this way, practice mode can be executed on a level equivalent to the situations [of the RPG] of the RPG as the RPG is in progress. Also, the background images in practice mode are the same as in the RPG, therefore the player can engage in the practice mode with the sense that the RPG is continuing.

In this way, in the present embodiment, the practice mode for the game software, that is prepared as a combination of an RPG program and a competitive game program, can be inserted into the abovementioned RPG program without giving [the player] the player a sense of boredom. Because the distinction between the practice mode [and the game] and the game is eliminated, the player is not given the sense that the progress of the game is being interrupted and the problem of [the player] the player losing interest can be resolved.

Also, because of the new training system provided on a screen according to the invention, those special techniques, that are difficult to remember and had to be learned with reference to a hint book, can be easily remembered, and [the player] the player is allowed to focus on the progress of the game and can have increased interest in the game.

Please amend the paragraph beginning on page 22, line 23, and ending on page 23, line 10, as follows:

Moreover, as a further mode of displaying on the LCD 204, the training instructions may be displayed on the LCD 204 according to the life points or the like of the protagonist character. For example, when [the protagonist] the protagonist has many life points, the game will not end even when [the protagonist] the protagonist fights with competing characters one or two times. Therefore, training is made difficult (no display on the LCD 204). Meanwhile, when [the protagonist] the protagonist has few life points, training is made easy (display on the LCD 204) because the game may end even with one fight with a competing character. Furthermore, [the display mode] the display mode may be a preset default mode.

Please amend the paragraph on page 23, line 14-19, as follows:

As explained above, the present invention is a novel system for training key operations, by which a player can learn the key operations easily. [It is an effect of this invention] It is an effect of this invention that the player is not stressed out by the story of the role-playing game being stopped even when the player selects a scene for training key operations.